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 Blood and Iron is devoted to multi-player "conflict simulations," especially Diplomacy variants. Subscriptions 8/\$1, sample issue 15¢ from the editor-publisher, Lewis Pulsipher, 329 Twin Towers, Albion, Michigan 49224. BI is affiliated with the Michigan Organized Wargamers, and its games are guaranteed by that organization. This is Orion Press Publication #24.  
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1972.9h, 1936B

No attacks. France places Control in Alsace. Britain places Understanding in Germany. Since these are the only two changes in the chart, I am not going to print it this time. If anyone wishes, I will go back to printing a chart every move.

Press:

GENEVA, SWITZERLAND: Franz Pritz, Switzerland's leading world news analyst made the following comments on the situation in mid-1936:

France's isolationism, as shown by its non-cooperation with the other democracies and its placing of all 10 of its PF's in Alsace, just may give the game to Germany, but if Germany misses, Britain will certainly win. Russia's cooperation with Germany is equally foolish since Russia cannot hope to win if the game is a high scoring one. The US and Britain seem to be cooperating to keep Germany slightly off balance, but again if anyone profits from that cooperation, it will be Britain and not the US.

So I predict: an easy win by Germany if the present trends continue, but otherwise, a British win is likely.

1937A placements are due at noon, Saturday, September 30, at 329 Twin Towers, Albion, Michigan 49224, phone (517) 6299451.

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There are six people registered for the second Origins game, but only two have submitted preference lists. Three more should be in shortly, and the game will be started by carbon copy. I have only five people registered for the Bourse: P. Wood, D. Schwass, P. Bond, J. McKeon, and J. Massar. Unless three more people step up before the second game begins, either the Bourse will be dropped, or delayed until the third game.

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Players in 72.9h note: Barry Eynon's address is now: 1318 S. Quad, 600 E. Madison, Ann Arbor, Mich. 48104.

1972.9h signifies, by the way, that the game is the ninth Origins game of any version to begin in 1972, and that it is the historical version.

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Advertisement: Computer-moderated play-by-mail multi-player games run by the Flying Buffalo. Nuclear Destruction, Battle Plan, and soon other games. Write for details: Richard F. Loomis, 8149 E. Thomas Rd., Scottsdale, Ariz. 85251.

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No new variant game designations have been assigned since last issue. I am trying to track down James Ritchie's game, which may deserve a number, and will report next issue.

#### NEW VARIANTS

Seotice Scripti III. This is a revision by John Boyer of Pete Comber's Diplomacy variant. John actually started with SS II, which was a revision by Rod Walker, which is currently being played in Diplophobia. John has attempted to eliminate the problems that make SS II one of the most boring games that I've ever played (I am a replacement for Ulster).

SS III takes place in Ireland and the greater part of western England and Scotland. Sea movement reaches around Scotland, but not around eastern or southern England; Cornwall is not included in the playing area. The game reflects the situation in this area in 1014 AD; there are four kingdoms in Ireland along with Scotland, the Norse Kingdom of Orkney, England, and the Welsh kingdom of Kymru. In SS II the Irish could not build fleets, so that no Irish player would be able to win unless one of the other four carried some of his armies to the other countries (Ireland alone was not enough). John has given each Irish kingdom a fleet to start with, or the ability to build one without trouble. This should change the strategy of the game, making it much more interesting, though less "realistic" (as if any Diplomacy type game could be realistic for this period).

Convoys may be made in the normal Diplomacy manner as well as by creation of army/fleets, the fleet carrying the army to the destination one space per move. There are more sea spaces than in SS II to make room for the additional fleets and combat.

Most of the rules are exactly like the rules of Diplomacy. Each player begins with three units; there are a total of 36 centers, with a victory criterion of 19 centers.

The four-page map and two-page rules are available for 25¢ from John Boyer, 117 Garland Dr., Carlisle, PA. 17013. One game is open in John's 'zine Impassable for \$5.

Nine Power Variant Diplomacy by Fred C. Winter generally follows regular Diplomacy, but Spain and Sweden are added to the Great Powers. Most of the board is unchanged; some supply centers and sea spaces are added at the edges, and Spain and Sweden are divided, naturally. Miller's rule is not used; units must retreat; the victor must have a majority of units and allow no enemy units in his home country; a convoy is disrupted by a single attack. The biggest change is that a player is always entitled to one unit, even if he has no centers and his last unit is annihilated in a retreat! The game can only end in a nine-way draw or a victory. This artificial method of eliminating draws may appeal to Edi Birsan and others, but I find it repugnant. I think ANY multi-player game based even vaguely on international warfare should end in a draw if played correctly and without reference to other games. This game will probably give wins to players who don't deserve them, and draws to players who do not by any stretch of the imagination have any business participating in them.

Three-page rules and one page map (poor ditto) for this game are available from Fred Davis, 2625 El Rancho Drive, Brookfield, Wis. 53005. One game is open in Fred's Carbon 13 for \$6.

Two new Diplomacy variant gamezines have appeared recently. Lomokome, edited by Paul Bond, PO Box 6477, College Station, Texas, 77840, is a revival under new editorship of a number of postal Imperialism VII and VIIR games. Replacements have been found for most positions for these five games, and no new ones are open at the moment. #14 (fourth issue of the continuation) is six pages long (excellent physical appearance), and contains an article by Rod Walker on Imperialism I - VIIR (primarily the latter) plus announcements and the games. Subscription price is 8/\$1.

SPQR (sic), edited by James Massar, 127 N. Emmons St., Dannemora, NY 12929, has openings for virtually any political-military games such as Origins, Diplomacy variants, etc. The first issue announced definite openings for regular and what if? versions of Origins and a Youngstown Variant game. Other games will be opened when there is interest (and James specifically mentioned that he would run a WW IV Diplomacy game if enough persons are interested). Game "Fee" is a subscription to the 'zine (\$1/year, plus postage) plus \$1. The first issue contains an "Essay on Diplomacy" which primarily concerns the IDA.

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Aside from the above-mentioned openings, another Imperialism IX game is open in Thermopolae for \$5. Two are already in progress. Write Payton Turpin, U.C.S.D., Box 109, Blake Hall, La Jolla, Calif. 92037.

\* \* \*

Dave Scott, 9543 Poole St., La Jolla, Calif. 92037 will run a section of Kriegspiel Diplomacy. Basically, each player is given information only concerning actions of his own units; he does not know what is happening elsewhere on the board. No game fee given in Thermopolae, which is where this info originated.

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#### Comments on the "Johnny" Awards

On June 15 Larry Peery mailed a ballot for "the first annual Johnny Awards" to postal Diplomacy players -- the number was not announced. TTT Publications (in other words, Peery) "on behalf of the postal Diplomacy community," commissioned an artist to design a certificate for winners. The ballot consisted of a listing of a plethora of categories, none defined in any way, with a list of nominees made, apparently, by anyone who answered Peery's call for nominations in Xenogotic et. al. Persons who received the ballot were asked to vote for a winner in each category. Peery tabulated the votes and awards were given at DipCon V. As of now I do not know what actual vote totals were, nor do I know who won except in four categories: best regular Diplomacy magazine, best new regular zine, and best and best new variant 'zines. If Peery has printed the results, which is possible, I haven't seen it. According to Arena some provisions were made for a more rational presentation of this entire award business next year, but I know nothing more about that, and won't until the Diplomacy Review #2 appears, if ever. Therefore I will make my comments, and hope that they are taken into account by the "responsible" people, whoever they may be.

The Johnny awards impressed me from the first as a farce. I did not nominate, nor did I vote, and if I had been given the

opportunity, I would not have allowed the placement of Blood and Iron and Supernova on the ballot. I am not averse to awards as a token of recognition from the Diplomacy public, though I think we could get along just as well without them. However, I do object to a slapdash effort by a single individual, "in behalf of the postal Diplomacy community" or not. But this is what we had.

For example, Peery did not define "variant," apparently just including whatever he liked. This meant that the Institute for Diplomatic Studies, which does not deal with Diplomacy variants at all, but with multi-player political-military games, was included at one point on the ballot, as well as the Godawful Game, which was given a variant number when Don Miller gave a number to any multi-player postal wargame, but which is no more a Diplomacy variant than Armageddon II, Europe '39, or International Simulation. Other terms such as "novice" and "new" were not defined, and in one case a 'zine over a year old at the time of the mailing was included on the ballot for best new variant zine.

Categories 9 and 10 were repetitions of 7 and 8 with the word "editor" substituted for "gamesmaster." How often will the editor and gamesmaster of a 'zine be different, and when this is the case, how often will the editor have anything to do with the game? Here I think we have unnecessary duplication (although the nominations, for some reason, were quite different).

In the two single press release categories (one for regular games, one for variants), the writer and game was specified, but not the issue of the 'zine containing the press release in question!

One of my primary objections is to giving awards for a single performance, whether it be in a game, or a press release. Very few persons could be expected to know more than one of the games in question in these individual categories. How can the vote depend on anything but the distribution? A "performance" in Erewhon, for example, will have a much better chance than one in Armadillo with its much smaller circulation. I believe that such categories as "Outstanding performance by a novice player in a single regular Diplomacy game" are little more than "distribution" contests. Instead, why not change the category to "outstanding performance by a novice player in regular games." Eliminate the category for single press releases, including that in the "series" categories, or even in a category, "best press release writer." In other words, consolidate the categories to avoid "distribution" contests and give more meaningful results.

Everyone I've talked to (mostly in Michigan) consider the Johnny awards a farce, a joke. It is unfortunate that even one person has taken this effort as a serious expression of the "postal Diplomacy community."

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first class

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